

D&D Fight Club

Taibo, the Ethereal Filcher Monk

By Chris Lindsay



Not content to mete out an existence as a plane-hopping pickpocket, Taibo fled that life to pursue a more fulfilling, though solitary, existence. Creating a home for himself deep within a mountain range (name unknown to the uncaring monk) that rises majestically over a hostile land, this curious creature has spent the vast majority of his time in meditation, contemplation, and exercise. While this may not seem like much of a way to live to many, for Taibo it has been extremely satisfying. So much so that once he gained some degree of mastery over his own martial prowess, the estranged ethereal filcher began to wander the land, challenging the lawless bands of humanoids that wandered the base of the mountains he called home.



Initially, he found himself fleeing many of the encounters with these barbaric creatures, using his ability to step into and out of the Ethereal Plane to make his getaway. However, after having some time to study the methods employed by the roving bands of gnolls, goblins, hobgoblins, and bugbears, Taibo started to defeat these groups one by one. By either wiping them out altogether or simply driving them from the region, Taibo didn't take long to clear the violent creatures well away from his home. This made the surrounding area one where more peaceful, contemplative beings such as Taibo might live.

At this point, all manner of goodly fey creatures began to immigrate into the region that Taibo had cleared of danger, and all eventually came to accept the strange creature as their guardian within the forested realm at the base of the mountains. The fey gave frequent gifts to Taibo in thanks for keeping them safe, and some of the more adventurous fey chose to pursue and study the ethereal filcher's lifestyle and way of fighting. Taibo was often pleased to take them as his students, choosing only those fey who intended to pursue an ascetic life of self enlightenment. Never speaking, as spoken language is foreign to Taibo, he communicates his values and lessons to his students nonetheless. A font of patience and wisdom, the ethereal filcher hopes to continue to grow in his own self enlightenment, even as he assists those who have come to call him master.

Combat

Never truly enjoying combat for its own sake, Taibo views it as necessary when dealing with creatures that would otherwise refuse peaceful resolution. Dropping in on his opponents from the Ethereal Plane, Taibo uses hit and run tactics, spending only a few rounds on the Material Plane savagely attacking an opponent before disappearing once more to recuperate and prepare for another assault. Never allowing an opponent too much time to rest or heal themselves, Taibo has become a master at measuring the resources of his enemies, causing

them to be expended before popping back into the Material Plane to ultimately defeat them.

Taibo (1st Level)

Self trained as a monk, Taibo is a novice in the ways of unarmed combat. He must frequently rely upon his ethereal jaunt ability to rescue himself from combat where he finds himself in over his head. He usually defeats his opponents by catching them off guard, and when this fails, wins over them with sheer tenacity, as he attacks them at inopportune moments.

Taibo CR 4

Ethereal filcher monk 1

LN Medium aberration

Init +8; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages None

AC 21, touch 18, flat-footed 17; Dodge

hp 45 (6 HD)

Fort +5, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares)

Melee unarmed strike +7 (1d6+1) and bite +2 (1d4) and

Melee bite +2 (1d4+1)

Melee unarmed strike +5/+5 (1d6+1) with flurry of blows and

Melee bite +0 (1d4+1) or

Melee bite +7 (1d4+1)

Base Atk +3; **Grp** +4

Atk Options Stunning Fist 1/day (DC 12)

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 15, Cha 8

SQ detect magic, ethereal jaunt

Feats Dodge, Improved Initiative, Improved Unarmed Strike[B], Stunning Fist[B], Weapon Finesse

Skills Balance +5, Jump +2, Listen +14, Sleight of Hand +12, Spot +14, Tumble +6

Possessions *ring of protection* +2

Flurry of Blows (Ex): When unarmored, Taibo may strike with a flurry of blows at the expense of accuracy.

When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round.

Still Mind (Ex): Taibo gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since his meditation and training improve his resistance to mind-affecting attacks.

Taibo (6th Level)

At this stage, Taibo has become an experienced combatant. He can surprise multiple opponents simultaneously, and he can use his ethereal jaunt abilities combined with his martial arts skills to defeat them. Typically he does this while taking minimal damage himself. However, tougher opponents frequently cause him to fall back on old habits of popping back into the Ethereal Plane where he can wait to attack them at the worst possible moment.

Taibo CR 9

Ethereal filcher monk 6

LN Medium aberration

Init +8; **Senses** darkvision 60 ft.; Listen +16, Spot +16

Languages None

AC 26, touch 24, flat-footed 22; Deflect Arrows, Dodge

hp 91 (11 HD)

Immune normal disease

Resist evasion

Fort +9, **Ref** +10, **Will** +13 (+2 against enchantments)

Speed 60 ft. (12 squares)

Melee unarmed strike +11 (1d8+1) and

Melee bite +6 (1d4+1) or

Melee unarmed strike +7/+7/+7/+7 (1d8+1) with Multiweapon Fighting and

Melee bite +2 (1d4+1) or

Melee unarmed strike +10/+10 (1d8+1) with flurry of blows and

Melee bite +2 (1d4+1) or

Melee unarmed strike +6/+6/+6/+6 (1d8+1) with flurry of blows and Multiweapon Fighting and

Melee bite +2 (1d4+1) or

Melee bite +11 (1d4+1)

Base Atk +7; **Grp** +8

Atk Options Multiweapon Fighting, Stunning Fist 6/day (DC 17), *ki* strike (magic)

Abilities Str 12, Dex 18, Con 16, Int 10, Wis 18, Cha 8

SQ detect magic, ethereal jaunt, fast movement, slow fall 30 ft.

Feats Deflect Arrows[B], Dodge, Improved Initiative, Improved Trip[B], Improved Unarmed Strike[B], Multiweapon Fighting, Stunning Fist[B], Weapon Finesse

Skills Balance +14, Jump +11, Listen +16, Sleight of Hand +12, Spot +16, Tumble +14

Possessions *speriapt of wisdom* +2, *ring of protection* +3, *ioun stone (pink rhomboid)*

Evasion (Ex): Taibo can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Flurry of Blows (Ex): When unarmored, Taibo may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round.

Ki Strike (Su): Taibo's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Purity of Body (Ex): Taibo is immune to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Slow Fall (Ex): If Taibo is within arm's reach of a wall, he can use it to show his descent. He takes damage as if the fall were 30 feet shorter than it actually is.

Still Mind (Ex): Taibo gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since his meditation and training improve his resistance to mind-affecting attacks.

Taibo (12th Level)

Taibo has become a master of unarmed combat, and thanks to the adulation of those he protects, he has come into the possession of powerful magic items that he uses effectively to augment his abilities. Quite capable of handling a multitude of opponents simultaneously, Taibo moves through combat like a whirling scythe of death, his magic adamantine kamas slicing his opponents, even as he uses his remaining limbs to pummel them into submission.

Taibo CR 15

Ethereal filcher monk 12

LN Medium aberration

Init +9; **Senses** darkvision 60 ft.; Listen +23, Spot +23

Languages None

AC 33, touch 30, flat-footed 18; Deflect Arrows, Dodge, Mobility

hp 139 (17 HD); wholeness of body (24 points)

Immune normal disease, poison

Resist improved evasion

Fort +12, **Ref** +14, **Will** +19 (+2 against enchantments)

Speed 80 ft. (16 squares)

Melee+2 *ghost touch ki strike adamantine kama* +19/+19/+19/+14 (1d6+3) with flurry of blows and

Melee bite +12 (1d4+1) or

Melee unarmed strike +17/+17/+17/+12 (2d6+1) with flurry of blows and

Melee bite +12 (1d4+1) or

Melee+2 *ghost touch ki strike adamantine kama* +15/+15/+15/+15/+10 (1d6+3) and +13/+13 (2d6+1) with flurry of blows and Multiweapon Fighting and

Melee bite +12 (1d4+1) or

Melee unarmed strike +13/+13/+13/+13/+13/+13/+8 (2d6+1) with Multiweapon Fighting and

Melee bite +8 (1d4+1) or

Melee bite +17 (1d4+1)

Base Atk +12; **Grp** +13

Atk Options Multiweapon Fighting, Stunning Fist 12/day (DC 23), *ki* strike (magic)

Abilities Str 12, Dex 20, Con 16, Int 10, Wis 24, Cha 8

SQ abundant step, detect magic, ethereal jaunt, fast movement, slow fall 60 ft., wholeness of body

Feats Combat Reflexes, Deflect Arrows[B], Dodge, Improved Initiative, Improved Trip[B], Improved Unarmed Strike[B], Mobility, Multiweapon Fighting, Stunning Fist[B], Weapon Finesse

Skills Balance +19, Jump +17, Listen +23, Sleight of Hand +12, Spot +23, Tumble +21

Possessions *periapt of wisdom* +6, *ring of protection* +5, *ioun stones (deep red sphere, pink rhomboid, and dusty rose prism)*, two +2 *ghost touch ki strike adamantine kama*

Abundant Step (Su): Taibo can slip magically between spaces, as if using the spell *dimension door*, once per day (6th-level caster).

Diamond Body (Su): Taibo is immune to poisons of all kinds.

Evasion (Ex): Taibo can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Flurry of Blows (Ex): When unarmored, Taibo may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round.

Improved Evasion (Ex): Taibo takes no damage on a successful Reflex saving throw against attacks, and takes only half damage on a failed save.

Ki Strike (Su): Taibo's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic

weapons for the purpose of dealing damage to creatures with damage reduction.

Purity of Body (Ex): Taibo is immune to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Slow Fall (Ex): If Taibo is within arm's reach of a wall, he can use it to show his descent. He takes damage as if the fall were 60 feet shorter than it actually is.

Still Mind (Ex): Taibo gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since his meditation and training improve his resistance to mind-affecting attacks.

Wholeness of Body (Su): Taibo can heal 24 hit points of damage each day, and he can spread this healing out among several uses.

Ethereal Filcher Template Class

With four sets of sticky fingers, the ethereal filcher is the dreaded keeper of many magic treasures unwillingly lost by those who've been unlucky enough to suffer an encounter with these mysterious and bizarre creatures. The table below shows the advancement of these creatures as they grow to maturity. However, while encounters with a fully grown ethereal filcher are thankfully rare, encounters with their growing progeny are unknown. Rumors of vast networks of tunnels that serve as a hive for large numbers of these creatures are said to hold massive stockpiles of magic treasure. However, no adventurers who've been lucky enough to locate such a trove have made it out to tell the tale.



Base							
	Hit	Attack	Fort	Ref	Will		
Level	Dice	Bonus	Save	Save	Save	CR	Special
1st	1d8	+0	+0	+0	+2	1	Dex +2, Int -2, natural armor +1, bite attack, speed 30 ft., darkvision 60 ft.
2nd	2d8	+1	+0	+0	+3	1	Str +2, detect magic (At will)
3rd	3d8	+2	+1	+1	+3	2	Natural armor +2, speed 40 ft.
4th	4d8	+3	+1	+1	+4	2	Dex +4, ethereal jaunt (3/day)
5th	5d8	+3	+1	+1	+4	3	Natural armor +3, ethereal jaunt (At will)

Class Skills (2 + Int modifier per level): Listen, Sleight of Hand, Spot.

Class Features

All the following are class features of the ethereal filcher template class. An ethereal filcher must take all levels of this class before they can take levels in any other class.

Ability Score Adjustments: At 1st level the ethereal filcher receives a +2 racial bonus to their Dexterity and a -2 racial penalty to their Intelligence. At 2nd level the ethereal filcher receives a +2 racial bonus to their Strength. At 4th level the ethereal filcher's racial bonus to Dexterity increases to +4.

Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and

Spot checks. Ethereal filchers are always considered to be trained in Sleight of Hand, even if they take no ranks in this skill.

Natural Armor: At 1st level the ethereal filcher has a natural armor bonus of +1. This bonus increases to +2 at 3rd level, and reaches a maximum of +3 at 5th level.

Bite Attack: An ethereal filcher has a natural bite attack that does 1d4 points of damage on a successful hit.

Speed: At 1st level the ethereal filcher has a base speed of 30 feet. This speed increases to 40 feet at 3rd level.

Detect Magic (Su): Starting at 2nd level, ethereal filchers can detect magic as the spell (caster level is equal to their ethereal filcher level) at will.

Ethereal Jaunt (Su): Starting at 4th level, an ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *ethereal jaunt* spell (caster level is equal to their ethereal filcher level x3). The ethereal filcher can do this three times per day. At 5th level, an ethereal filcher can use this ability at will.

About the Author

Chris Lindsay plays at Wizards of the Coast during the day and spends evenings with his lovely wife and kids in not-so-sunny Renton, Washington.

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